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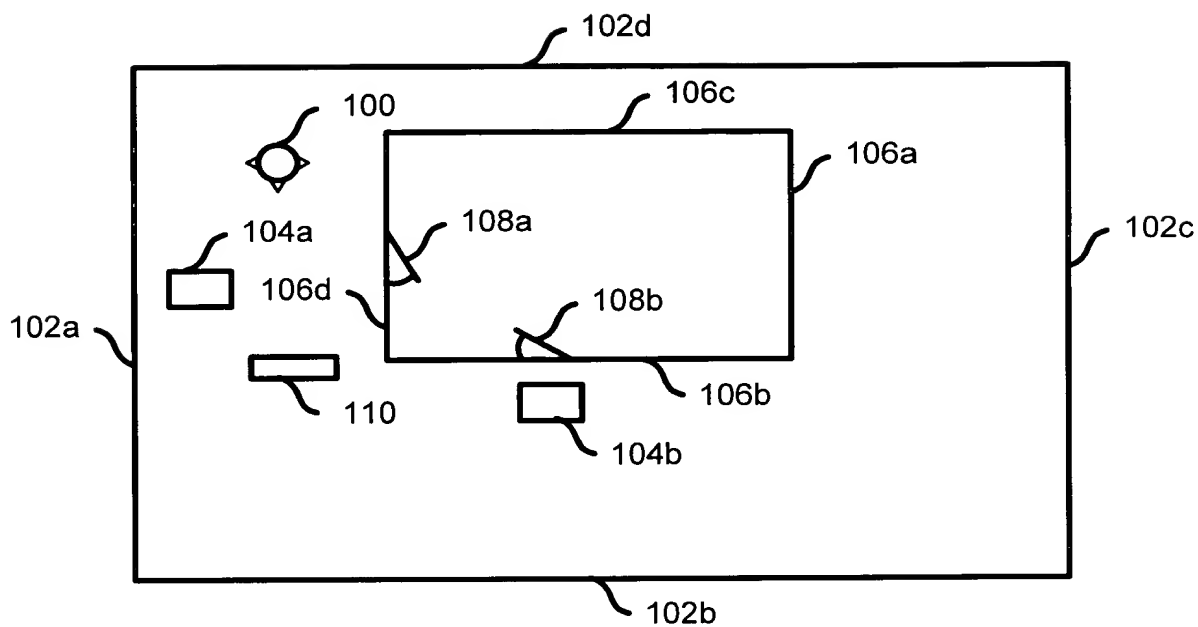


FIG. 1

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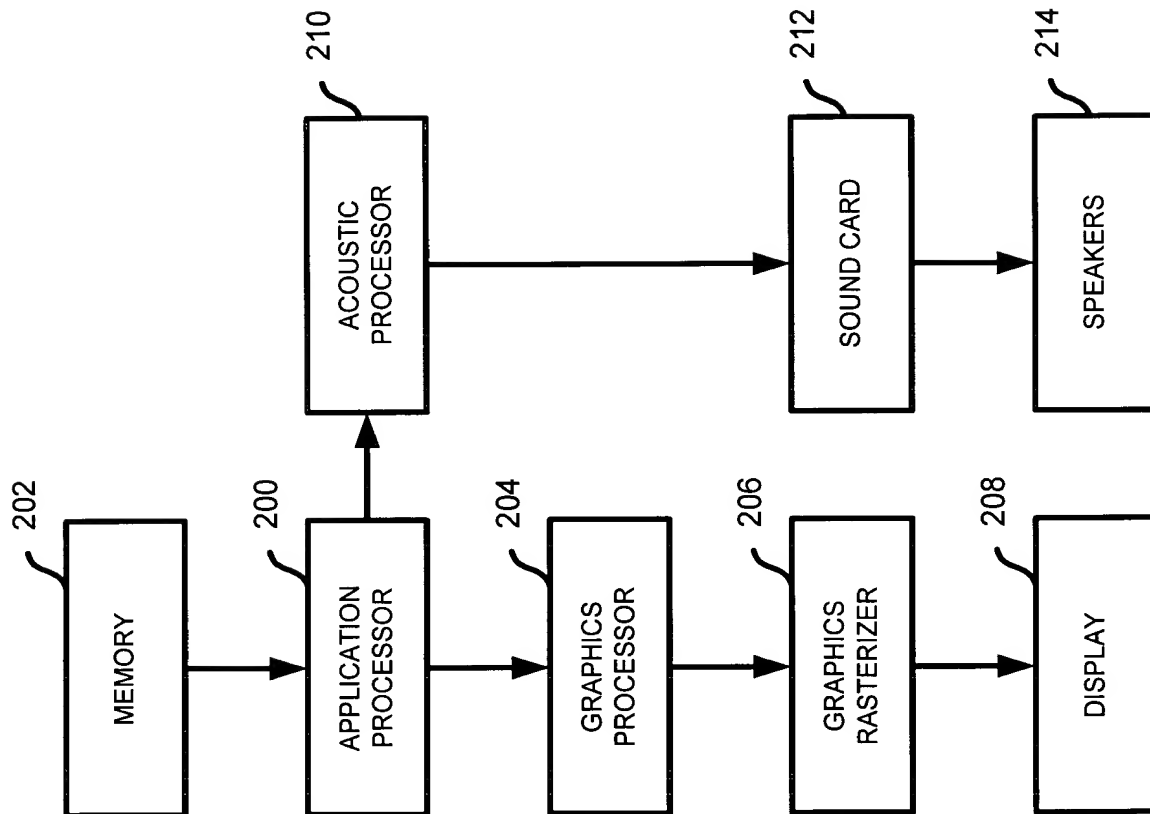


FIG. 2

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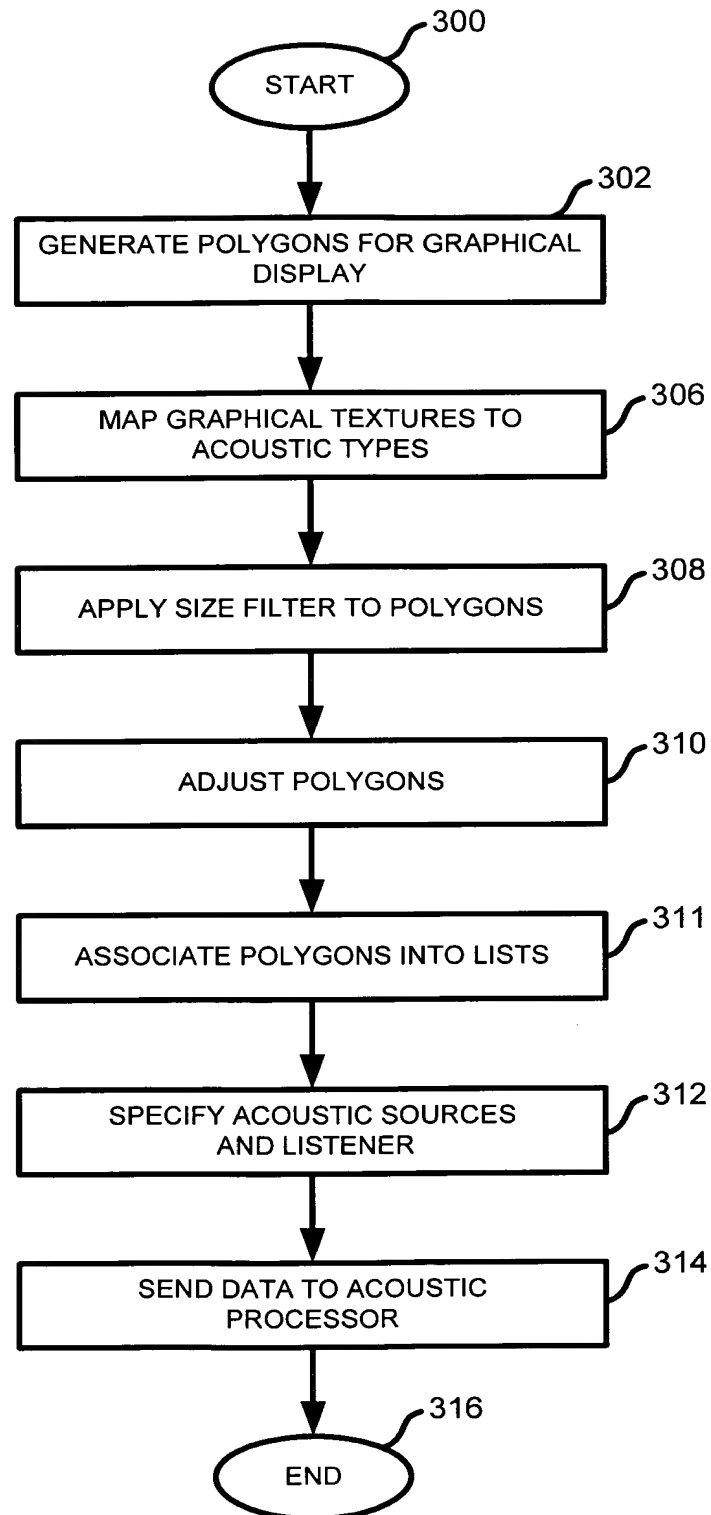


FIG. 3

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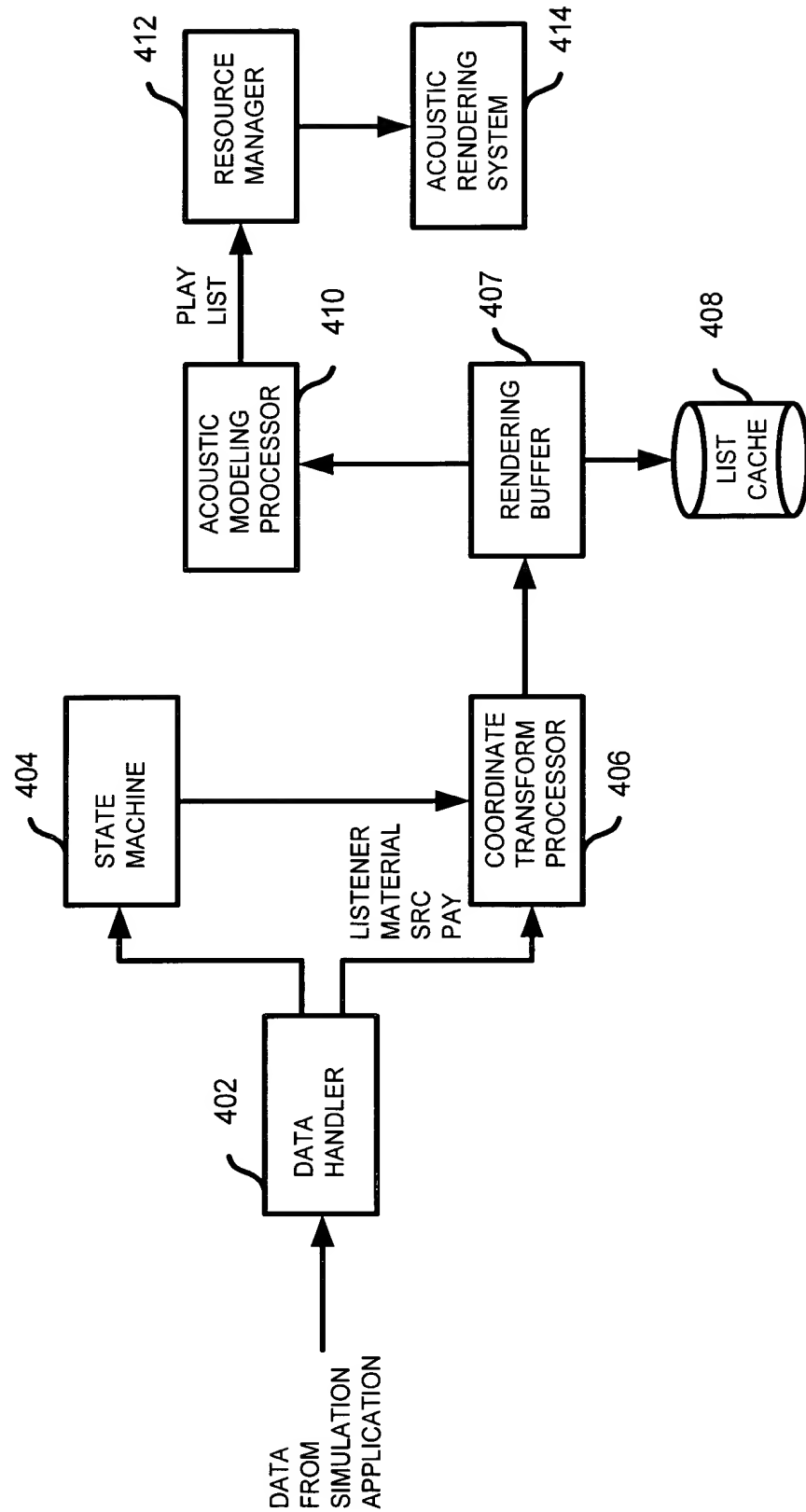


FIG. 4A

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LIST CALL
LIST BEGIN
POLYGON
POLYGON
ACOUSTIC MATERIAL TYPE
RENDERING MODE
TRANSFORMATION MATRIX
POLYGON
POLYGON

FIG. 4B

TAG
ACOUSTIC MATERIAL TYPE
RENDERING MODE
VERTICES
NORMAL
SUBFACE FLAG
SUBFACE FACTOR
RESIZING FACTOR

FIG. 4C

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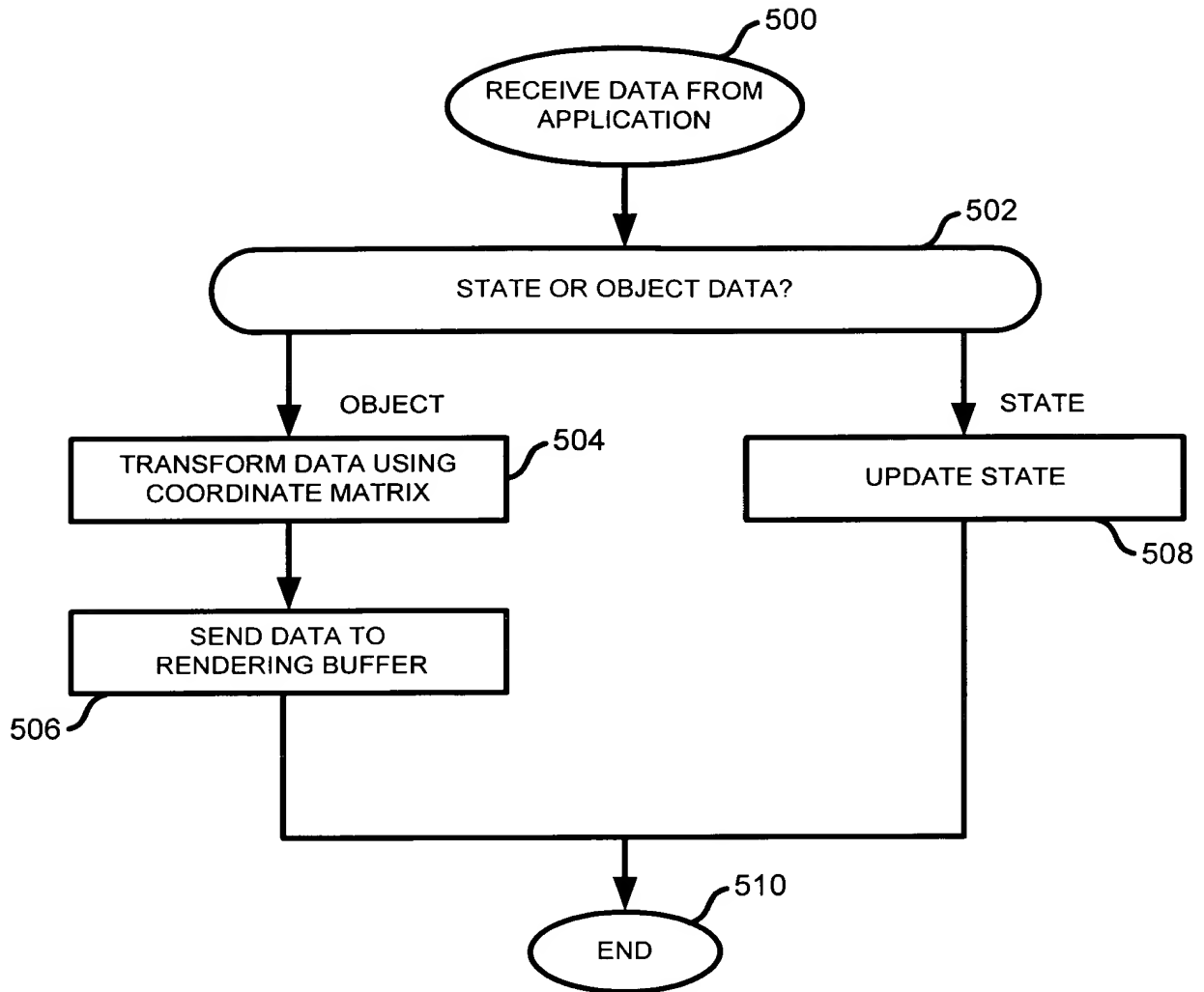


FIG. 5A

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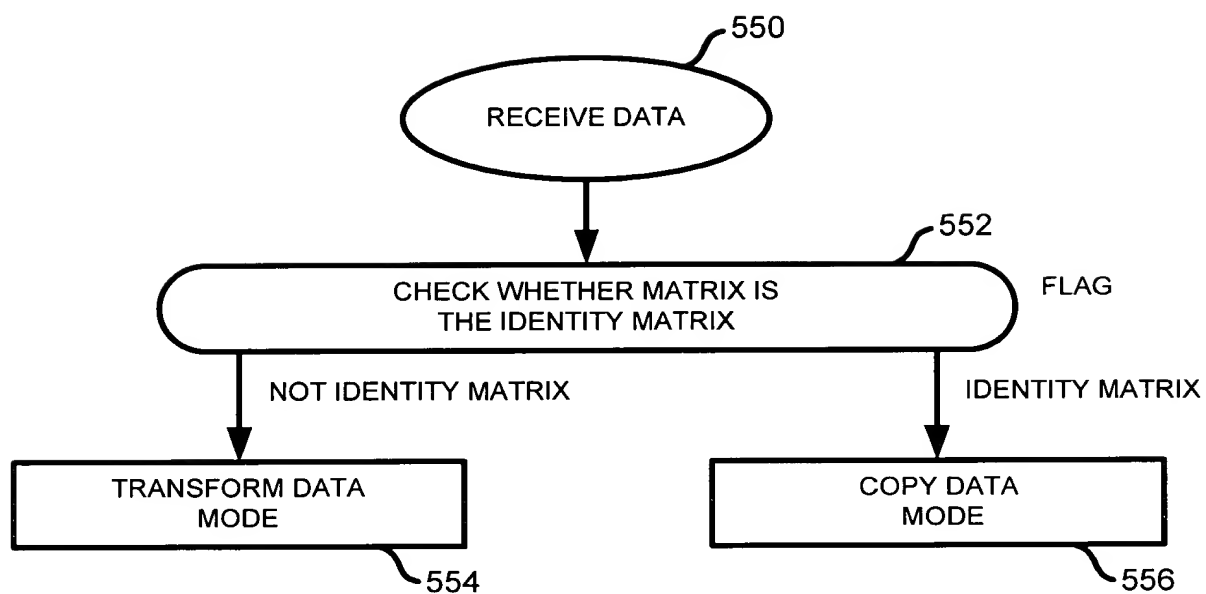


FIG. 5B

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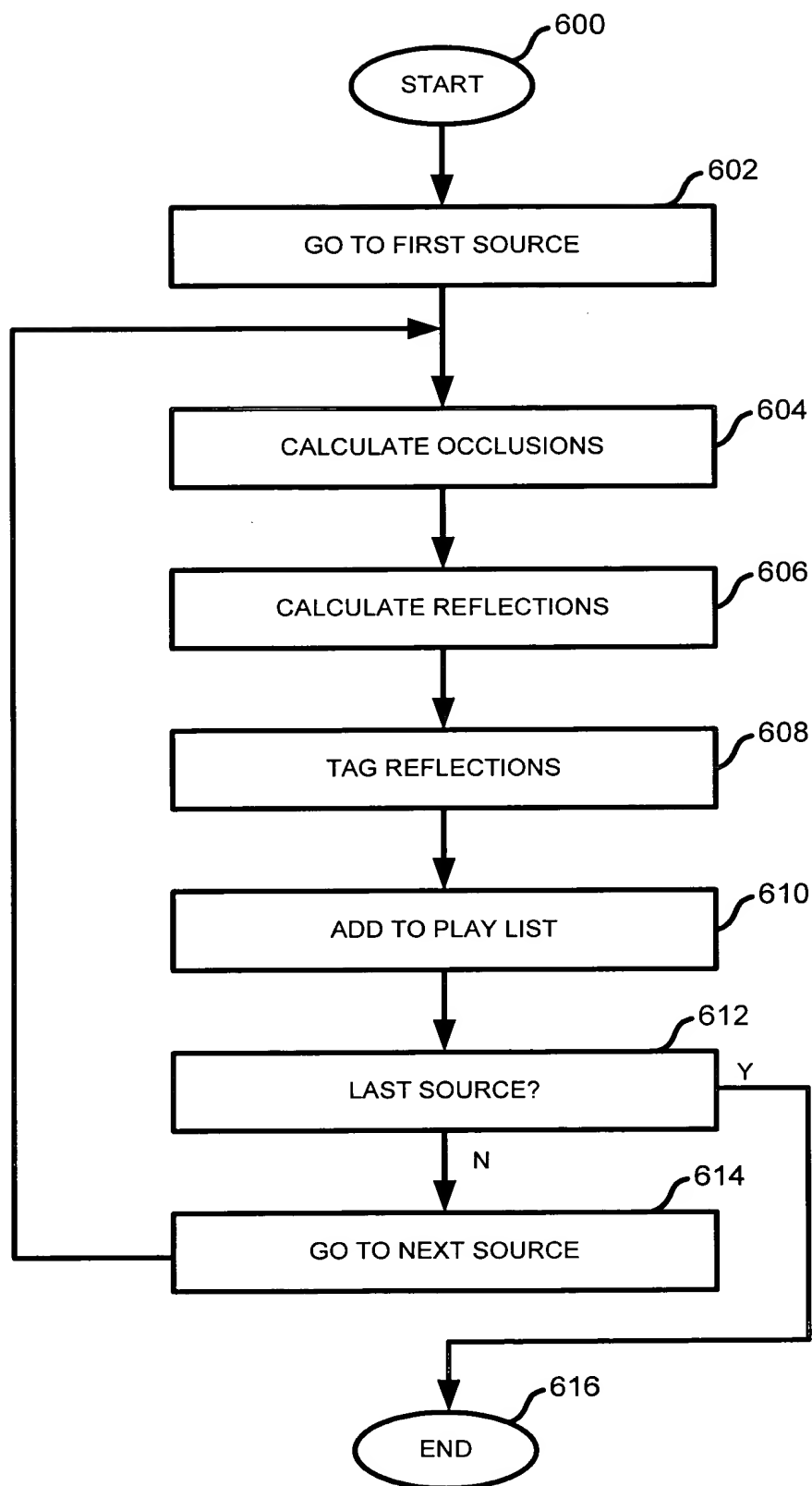


FIG. 6

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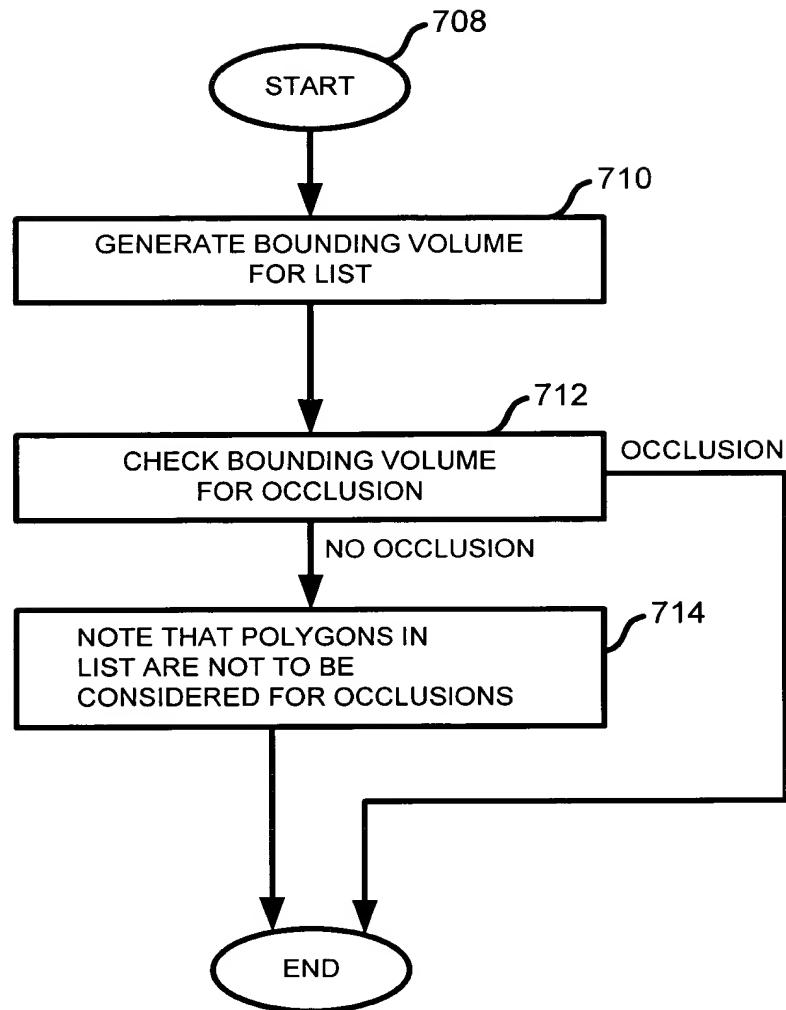


FIG. 7A

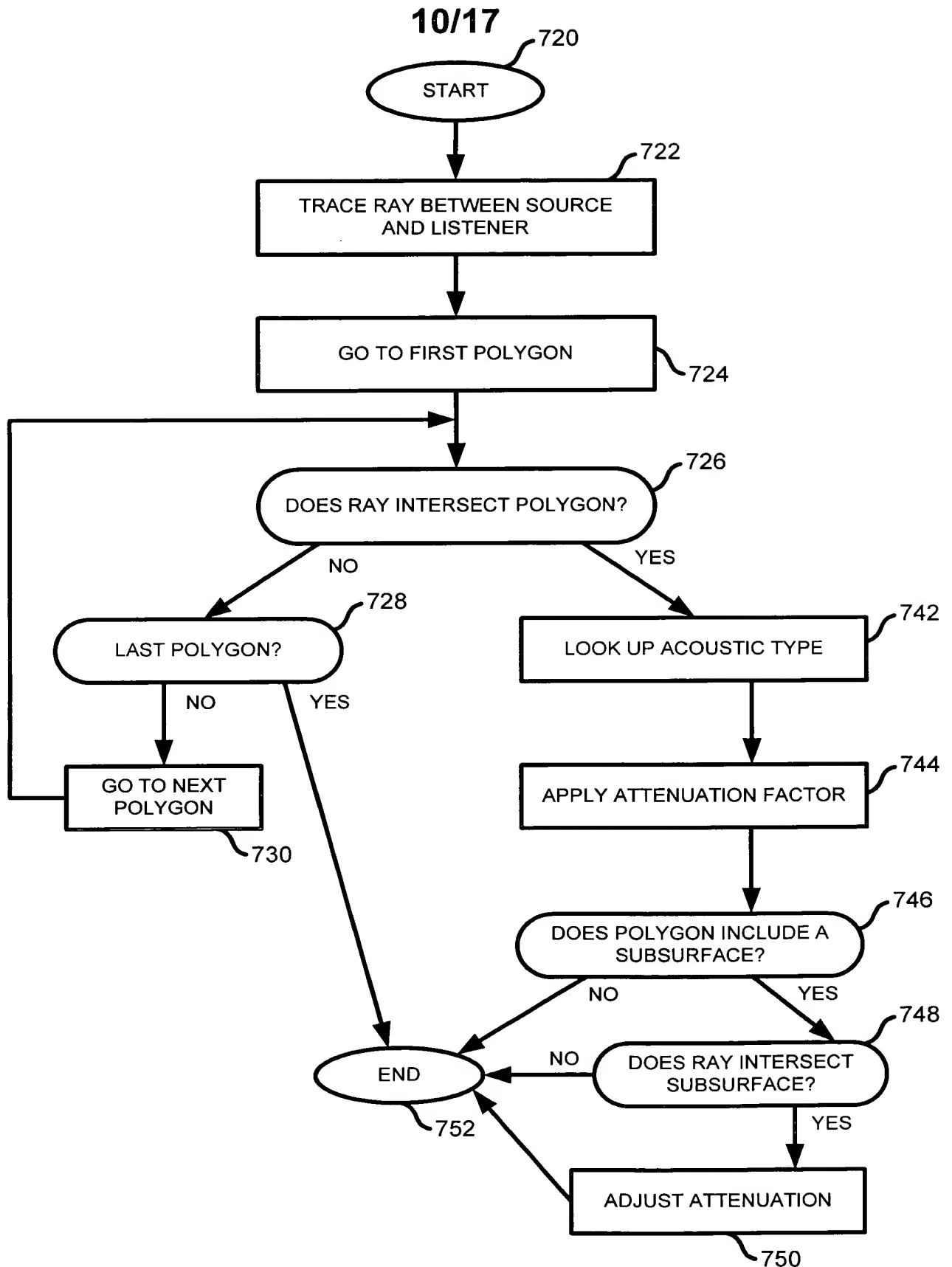


FIG. 7B

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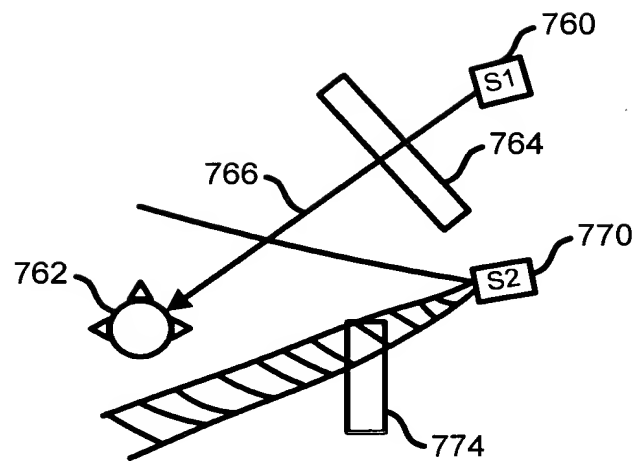


FIG. 7C

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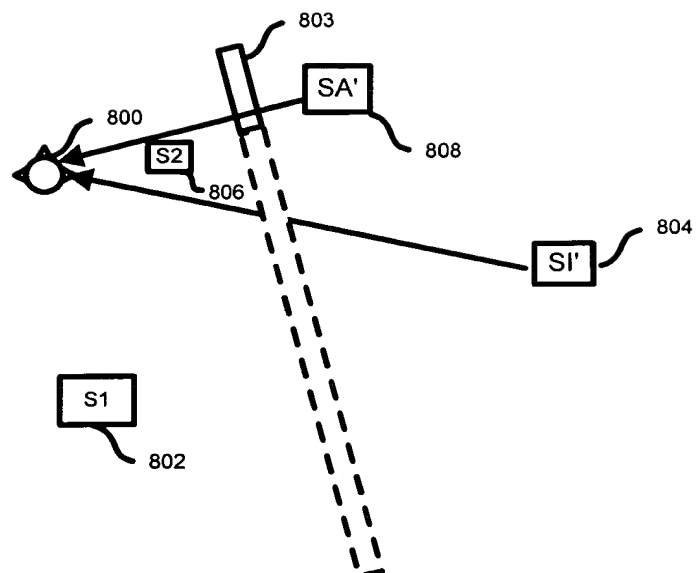


FIG. 8A

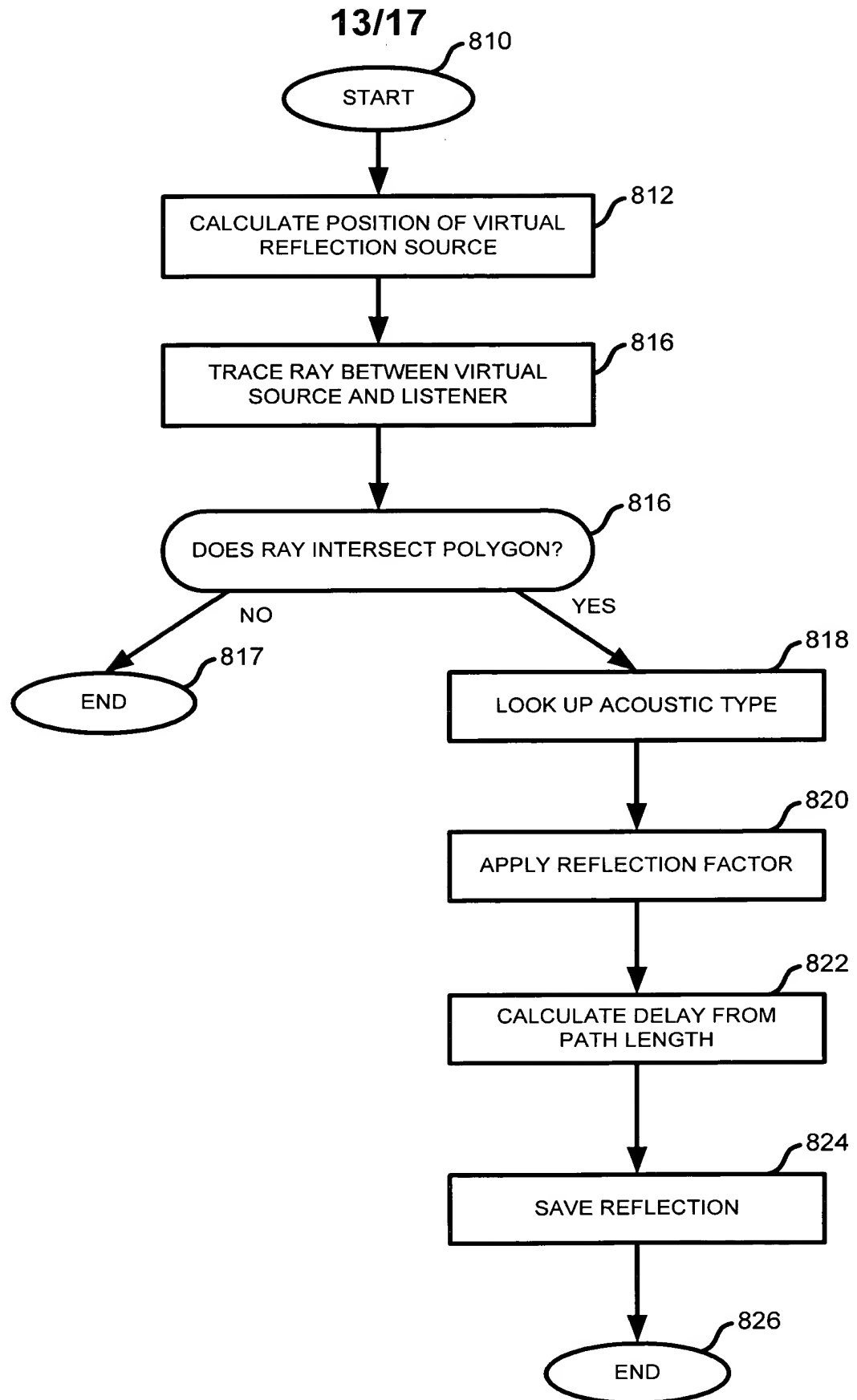


FIG. 8B

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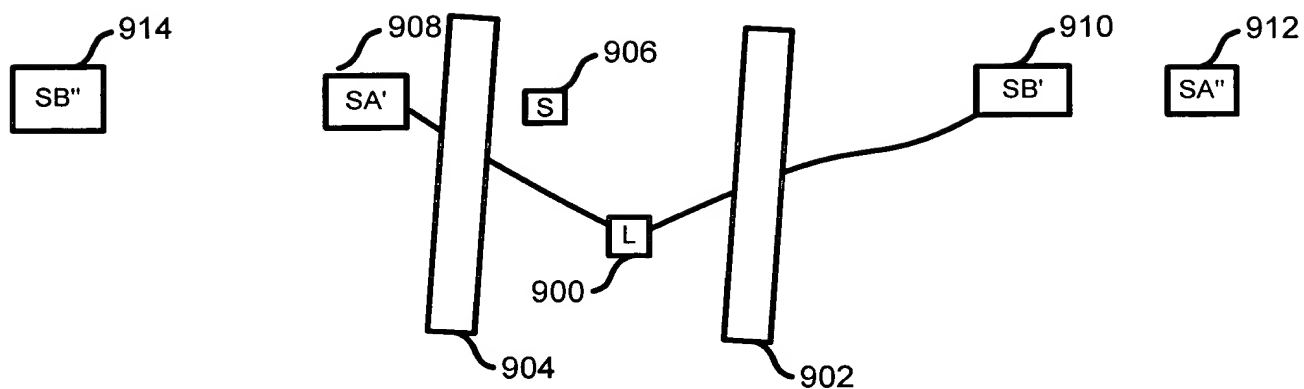


FIG. 9A

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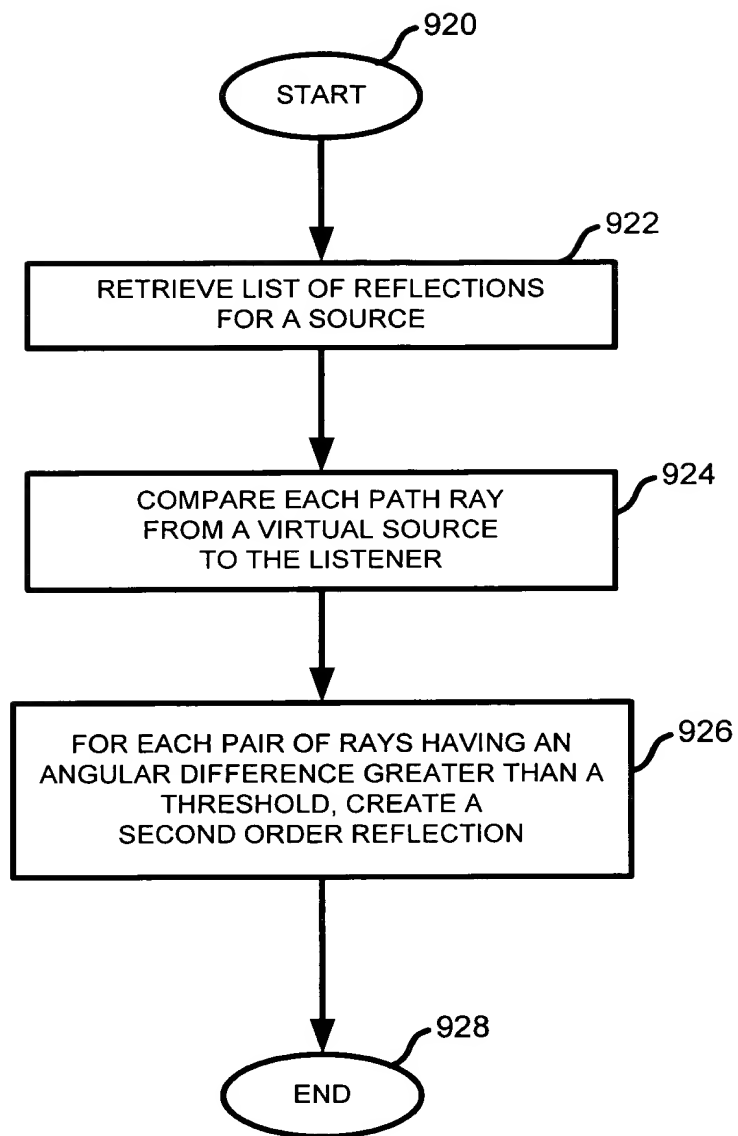


FIG. 9B

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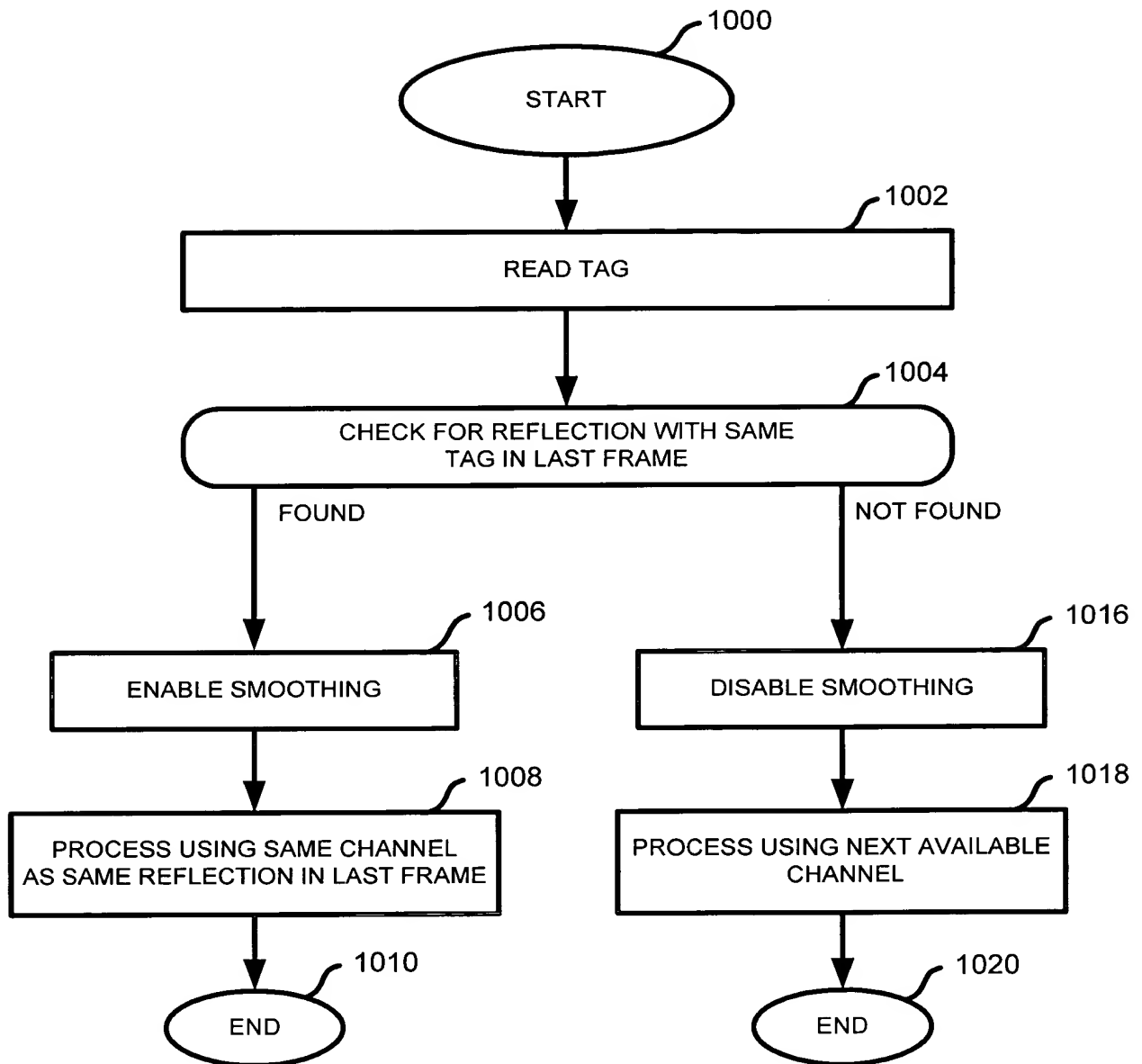


FIG. 10

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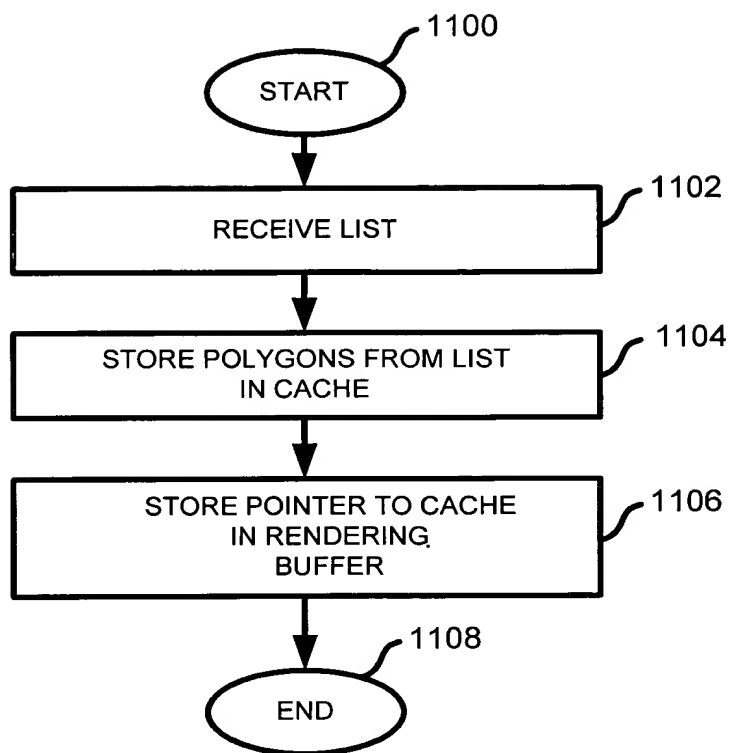


FIG. 11A

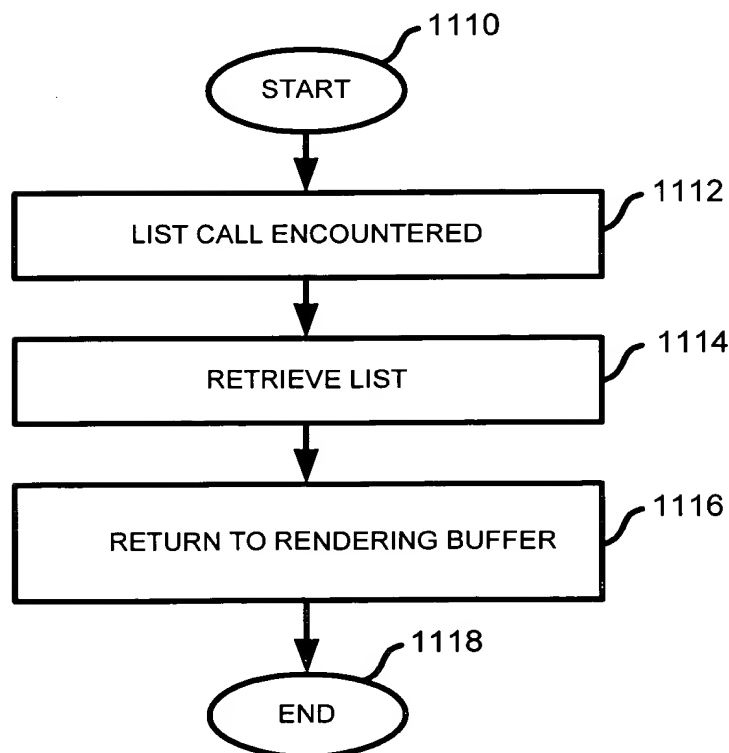


FIG. 11B